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(54) LOCAL GAME EXECUTION FOR SPECTATING AND SPECTATOR GAME

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(57)ABSTRACT

A method for gaming. The method including instantiating an instance of a video game at a local device of a spectator. Game state and user data of one or more players participating in a gaming session is received. Video frames are generated of live game play by the players using the game state and user data by executing the video game in the instance. Video frames are displayed for the live game play on a display of the spectator. A local game slice of the video game is generated for a sliced game play while executing the video game in the instance. The local game slice being responsive to inputs from a controller device of the specta-

